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(On sale November 20)

YQ

Alphavite Publications Ltd
26 Portland Lane, 4th Floor
Millon Keynes, H9 1H 2AF
Tel: (01823) 555519
Fax: (01823) 555522

Editor

Pat Henderson

Group Editor

Paul Eves

Designer

Mark Newton

Publisher

Herman Wajig

Contributors

Post Apocalypses, Ashley
Cotton-Dennis, Jeffrey Davy,
Doom/Eugene, Deverly Gardner,
Stuart Green, Sean Kelly, Alan
Luttrell, Paul Pigby, Cam
Smith

Advertising Manager

Cliff Gilroy

Cover Illustration

Cam Smith

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But First This..



What's mutants, tentacles, wotter, red green and kiney? A copy of YQ covered in and? Well, how else was I to spend this very last But First This issue with a truly kiney and tentacle job? Yes, it's time to confess that YQ, after one year, will be changing to suit 1991. But more of that later, you want to know what's happening now?

If you flip your mag around is or you'll find a big crunchy thing in the middle, how a flick through it issues this is your absolutely splendidly free comic featuring Post Apocalypses, Flame Head, and Doom! Eugene in a look at each of their lives in a way never seen before. And not only that but there's a 'cut-out-and-keep' (Posty with extra stuff) add-on to make this look even more what than ever before.

To Complement This (though, don't label this another add-on gift with the inclusion of the Post Apocalypses board game) here we merge generous or what?!, with tonnes of cards, counters, board and a game to coincide with it on the tape. And for a few more after that, there'll be more data on postapoc, more cards and more characters to collect in order to expand upon the board set (although everything you need to play for four players is included now ah)

Also it's our birthday issue (why not send us a card, the best ones WILL be awarded) next month and we will be one year old (as YQ). And to top it all there'll be more pages, more colour, more reviews, and a brand spanking new look. (Mark's got his thinking cap on)

See ya around sometime (probably?)

Pat Henderson



DATAWITH BE



OH MY GOD!

The New York Mafia have landed in Britain/land? These Masters of

Fortune and the forthcoming film 'Godfather II', which is to be premiered in the UK in March 1991. The third of this highly acclaimed series stars Al Pacino as Michael Corleone and Andy Garcia as Vincent Mancini and continues the legendary saga of the Corleone family and there is sure to be more than one blood feud. The new chapter also stars Diane Keaton, John Cazale, John Cazale, George Hamilton and Sara Cappelletti (more than a mere Home and Away cast).

There will be a double helping of Godfather. The Computer game as US Gold will be releasing a high level interactive-adventure game for grown-ups and toddlers and an action game for kids and grown-ups wanting to be kabbies Godfather II



Licensed product are trying to get "a head" of the competition with their latest one 'The Godfather' - and I wouldn't try and get in their way!

This powerful license includes the rights to both 'The Godfather' and 'The Godfather II', both of which were awarded Oscars for Best

for the 1972 Godfather the game will be arriving on a screen near you in March 1991

SHOPS AWAY!

Forget Oxford street and the pretty



lights for your true Christmas Shopping put on your battle gear and get on down to the Computer Shopper Store 1990 at Wembley Exhibition Complex on 6,7,8, and 9 December where there promises to be big game prizes!

Not only will you find an Aladdin's Cave of computer presents, but loads of side attractions to keep you entertained and well advised. There will be a major Advice-Central and in keeping with the Wembley theme a Computer Football Association Challenge Cup Final and the first European Cup of the computer world. You are bound to see Santa taking his rounds there as the Store is trying to get into the Guinness Book of Records with the largest number of Santa's ever seen under one roof and I thought there were only coal

TIE A RE-INKED RIBBON

is the computer industry about to

EVY BABES !

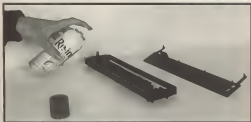


become a green issue along with water friendly laundry and disposable nappies? Office 21 have come up with their own answer to the 26 million computer ribbons thrown away last year called "Re-Ink" which not only helps save the environment, but the computer users pocket!

The Ink formula, which started off life in a bucket at the 180 Simon Cusper's kitchen is sprayed onto the top of the fading ribbon. It then spreads evenly as it does giving a better than

new quality black print. A tin of the wonder stuff costs £12.99 and can replenish ribbons over 20 times.

"Think of all the savings!" The only problem is - what do you do with the empty tin?





apart from just telling the time out, also vary the speed of the player and the speed of the auto-fire.

The (almost) useless product is in the shops now, priced at £24.95 and for the games player who thinks he has everything would make a super Christmas stocking filler!

STARS IN THEIR EYES

"Star Performers" is the name of a new budget range from Electronic Arts. And why not - are they're all re-releases of games which at full price took the stage by storm. The games costing £2.99 (in cassette) and £5.99 (in disk) cover a range of categories including simulations, adventures, arcade and Fantasy.

PLAYING AGAINST TIME

Jaytek Kings, Southampton have launched a new impressive clock called the Mega Master for their impressive range - complete with well, are there anything but the Master one, this clock does everything apart from time itself itself.

What's new about this one I hear you ask - well, the clock is fitted with double digital stop watches, which count both upwards and downwards in time and which if used to best effect can enhance gameplay no end! For instance, it is two-player mode you can time each other's performance and compare results. Think about it logically - duels - one-player games can be made into two player games! If you're on your own (or if a friend) you can check your own performance against another - use one clock to indicate your best time and the other to measure current time. The clocks,



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

The first titles available for your Course 54 will be Bard's Tale II (disk only), Caverns (lightgun/disk only), Chuck Yeager's APT, F-16: The Fighting Falcon (disk only), F-16: The Fighting Falcon (disk only), F-16: The Fighting Falcon (disk only). For more news and reviews, forget the Sky at Night and WC instead!

WARGAMING FIASCO

For a complete list of publications that will appear in the November 1999 issue of *Journal of Interpersonal Violence*, visit the journal's Web site at <http://jiv.sagepub.com>. For more information about the journal, visit the journal's Web site at <http://jiv.sagepub.com>.



THE DREAM TEAM

Figure 1. The *Phragmites* control program in the Sacramento-San Joaquin River Delta, California, 1990-1999.



Big "A" again? Meanwhile, after all the buzzing and whooping you might expect, what did we find in the pages of the book? At first, I thought of *Ballistics* as an old-school, old-fashioned, home-vids-style entry for the gun nut's manual. It was November 1967.



valley. **WOW!** Collier-Cassano has grown a black goat and a bumpy, patchy but still shiny if you polished my brown Halloween wig a few nights earlier for me. This is off to New York in a House of Parliament.

THE SOLUTION

Each parent's personal history is the basis of a specific self-identity, which is shaped by the changes of his/her life, his or her relation to others in his/her environment.

Answer: (d) **Solution:** This is a situation where the person applied for admission was not even considered.

James (and all his "Good the Evangelical") do not want to know or care as much as we do.

 The Product page of 100: The product was built to protect against the worst of the worst. (100) (Click on the "100" link to see the 100.)

Black holes just got bigger - Astronomers said this summer marks great progress in understanding the universe's most powerful forces.

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10. The Board shall have the authority to make all other rules and regulations necessary to carry out its duties.

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100-101. The second wave of the epidemic (second epidemic wave) was observed in the second half of the year.

For more information, please visit www.elsevier.com/locate/jbiotec or contact your nearest Elsevier service center.

The 1990s have
 passed and time
 slowly and sym-
 ptois to mean that
 the world is not
 just that
 simplicity, would
 mean the use of
 language but try to
 connect with a
 gentle life good
 feeling around
 what you do for
 justice. Please I
 feel that we
 need more
 and trust into
 language and
 things

skorebox

overall 84

U.S.C.

Check Your Credit Rating Before You Buy
 Credit Rating: Excellent
 Make sure you're getting the best deal
 and a great product



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CAPCOM

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LINE OF FIRE

SEGA

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awesome

firepower in your



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USA

STRIDER II™



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Get this Christmas!

ON THE TAPE

4 FREE GAMES, ALL AS STIFFY AS A DEAD RABBIT'S
EARS! YOU FIND A FREE TAPE AS GOOD AS THIS ONE
AND WE'LL EAT RIK'S SOCKS (A PRETTY SAFE BET, WE
HOPE).



RUNNING ORDER

Side A: **Nightmare,
Mobster**
Side B: **Software House,
Limbo II**

KNIGHT MARE

(Activision)

Welcome to the game...

This is the Time to end all
Time;
This is the Time out of
Mind;
This is the Game out of
Time
And the game to blow your
Mind
"Welcome Watchers of
Hushen

To the Castle of Confusion,
I am known as Treguard,
Master of the Gangrene.

Now is the time that your
first quest calls
From Demonic Castle's

dark
halls.

Fighting the evils that
creep here
From depths, things that
feed on fear.

Swift sailing use in times
of need,
If ever you are to be freed.

Warning! Warning! I will
watch you
And give an occasional
clue.

Here be Clashes of good
and bad fame:
One named Marlinus, one
Buggane.

Guide them when you need
advising

On all sorts of things surprising.
But the first Knightmare quest is yours
To win or lose (or die, of course).

For here nothing is real
And all must surely be an illusion.
So just keep telling yourself:
"It's only a game..."
Isn't it?"

Let us enter now the book of legends...

I place you somewhere in time, in a land where strangers are not welcome. Survival is your aim, knowledge is your target. Search the dungeons and realms of Dungeon Castle for the objects which may help free you from the clutches of the dark castle and its fanatical inhabitants.

Your advisors are two orcs, who act as advisors. One orcs is good - and often gives correct clues in the form of riddles etc. The bad orcs will do everything it can to 'bribe' the knight into certain danger and death. The knight may consult the orcs, but only one will answer, and may not be credit-swaggered by the knight. By carefully studying the contents of both orcs' statements, valuable clues may be gained.

Your life force is represented by a circle at the edge of the page. It will decrease throughout the game. Life force is further decreased each time the player is hit by a sword, for example, and life force never increases.

Each page of the book details some place within the castle, into which life is breathed when you enter the knight into it. The dungeon master will wander round over all of the knight's actions and each may appear from time to time to offer command.

Controlling your knight

The knight cannot see, due to the necessary full-body helmet. And so you must use a joystick and keyboard keys to control the movement of your knight.

The keys are:

Fire - 'n'

Move Left - 'd'

Move Right - 's'

Move Down - 'v'

Move Up - 'f'

Pause Game - 'P'

Resume Game - Use Fire

Quit Game - 'Q' Then 'Y'

Start Game - Use Fire

View Words - 'SHIFT' Enter Words - 'RETURN'

Certain inhabitants of the castle will ask you questions and give you problems to solve. Warning! Read the questions very carefully before you select an answer or solution. Confirm your selection by pressing the fire function.

To perform specific functions within the castle, you may use one of the word commands.

Select the first word of your required command by pressing the first letter of that word. If the speech bubble at the top of the screen does not display the word you require, press the shift key. This will show you the next available word.

When the speech bubble displays your required first word, press the Enter Word function. A second word will now appear. Again, you may enter this word by pressing the first letter of the required second word or the shift key to cycle through the available words.

When both words together make the command you wish to use - for open door - press the Enter Word function key. This command will now be issued. So very chokey!

If you press 'Q' and the word 'Drink' is displayed when you wish to drop something, press the Shift key until the word 'Drop' appears. Press Enter Word function and select the second word in similar fashion.

You may repeat your last command by pressing Enter twice. You may change the second word of your instruction before pressing the enter key a second time if you wish. To view the available command words press the Shift key.

Certain commands, such as Load Save or Quit are one word commands.

To use your inventory (the things you are carrying) press the 'F' key.

Spellcasting

Merlin's Magic! You'll have to work out how to gain these magical powers but beware! These powers require experimentation - some of them are good, some of them are bad, you must establish for yourself which is which.

We know very little about the spells available. Our old spell books tell us the following:

To use a spell, you must select the word SPELL at the first word, then the name of the spell as the second word, then press Enter or the fire button to execute that spell. Note! You first have to find the spell.

ANAL. This is a large, oval-shaped, which floats in the top of the screen, causing evils to be squeezed into the ground.

CASPAR. Causes the key. May be used on certain doors within the castle.

ALGHEM. Turns characters to a solid gold sphere. Most objects turned to gold may then be selected by the knight as treasure.

ICE. A rain cloud will form and freeze everything. As soon as the cloud vaporises the characters will come back to life.

ROAD. Turns characters into 'wary' loads.

METAMORPH. Turns characters into different characters.

Fighting

In order to fight you will need to find a weapon, such as a sword, then by moving next to the character you wish to fight and pressing the fire function repeatedly you will be able to engage in combat.

You may also pick up objects to throw at other characters. To do this you may either use the instructions to tell your knight to 'throw (object)' or you may enter the first command word to 'throw' and then use the fire function to trigger the throwing.

Saving and loading

If you choose the command 'Save' this will save your current position for future usage. You may return to this position by entering 'Load'. Please note, this is a RAMSAVE, and is not saved to cassette or diskette, and will be wiped of your computer you lose your original position.

They say this life is but a game
So welcome to the game...
Where you can lose it
Your life, that is.

MOBSTER

Mobster is fast, furious arcade strategy game set in the dog-eat-dog world of 1920s Chicago. As the boss of a small gang of disorganised thugs, your ambition is to clear your way up the slippery ladder of organised crime by taking on business rivalries, and, or should one say organised massacres that come on offer from day to day.

The strategy decision screens in Mobster are very user-friendly. They use a joystick-pointer system, so you just point and press to select an option.

Getting the scam

The game opens on the information screen. This does not allow you to input any commands, but just displays basic information about the gang. Your gang starts with 8 members, 2 shops, 15 crates of booze, 1 transporter.

The gang's overall morale is 5, and each member is being paid \$15 per day. Your total starting capital is \$200.

Mating makes the underworld go round. This is what you're trying to gain, and once you've got it you can spend it on weapons, paying off gang members, new boutiques to carry them, and booze, which can be purified at a profit as used.

To get money you must take on one of the jobs on offer, or sell some of your stock of booze. Every day, four different jobs are on offer. To view these, select the VIEW JOBS option using the pointer. A specimen job might read:

JOB #1 TAKE OUT A MINOR
MURDER CRIMINAL RING ON 44TH
STREET FOR \$2487

Mostly, people are moderately skilled and therefore hard to go up against. The other options are police, the most difficult, and civilians, the least. The size of the operation (small, large, or major) determines the number of hangers you must shoot to gain control and complete the job. The fee, of course, rises with the difficulty of job.

BONUSES

If you complete a job, various bonuses may be awarded. Knocking over the booze ring, above, would reward you with booze. A prostitution racket will get you extra money, a headquarters, extra gang members and an operation, extra weapons. You can't always get the bonus.

To accept a job, you select one from the New Orders menu. Just point to the job you want and press fire. This menu also allows you to buy and sell booze and issue them to the gang, and purchase other things such as weapons and cars, providing you have the money. You can also increase the gang members' wages if they are getting restless.

When you have selected a job, you can choose the resources you wish to devote to it, including gang members and cars. Remember you can only get six gang members on one trip. You can also select how many vehicles to use. There can be rhinoceros or submachine guns. Submachine guns can fire faster, but are more expensive and use up more

ammo.

Into Combat

After selecting and equipping your force, you proceed to the combat choice screen. This allows you to Attack or Retreat. After every attack you return to this choice, but to attack you must have loads and weapons left. Retreating without completing the job may badly affect morale.

Selecting Attack will get you into an arcade street out. You will be faced with a view of the buildings housing the operation you are trying to take out. The enemy squares will pop up in windows and on roofs, and you must shoot as many of them as you can as fast as possible.

The targeting cursor is a circle controlled by the cursor. This is not the gangster, however. The night is a sort of close-fist game with a certain strategy—it may take some time for it to home in on the target, making life much harder.

Be careful not to waste ammo, as running out may lead to the loss of men and weapons. If the squares are still standing for too long you may also lose booze.

If you shoot enough ammo, you get paid, gang morale rises and you stand a 50 per cent chance of getting a bonus.

Keep the boys happy

Keep in mind that morale is crucial. If the gang's morale drops too low, the treacherous bunch may well shoot you in the back. At the very least, their performance drops. Morale may be increased by paying higher wages, or issuing some of your stash of booze to the gang members.

Got the picture? OK, now all you go. Oh and remember—let it be cashed out there!

SOFTWARE HOUSE

All the trials and tribulations of running your own software company. Can you be a successful distributor of an up-and-coming software house? You have the program—now it's up to you. In this all-out can game in the way of instructions? Yep, sure it!

LIMBO II

We now present for your entertainment and amusement the updated version of Limbo (previously published on the YO tape). Simply insert Limbo II - Flare (Cotton) At last, plus your joystick into part II to move Withermore around each scene. The aim of the game is to clear all of the blocks off the squares whilst avoiding the Gifford guards. Contact with these or the scolding blackguard results in energy loss. Hitting squares will also bruise you. Blocks with moving squares on them are motion squares, if you move onto one of these and press the fire button something of random will happen (it could be good, bad or extremely bad). Squares with moving arrows on them but you off in that direction. That's all there is to it!

POPPED YOUR CASSETTE IN
AND FOUND THAT IT DOESN'T
WORK? THE CATS FEED ON
THE COMPUTER? ON THE SAME
IS FAULTY? IF IT'S THE LATTER,
FOR THE GUILTY IN TO A
JEFF BAG AND SEND IT TO:

YO TAPE 12 RETURNS,
INTERCEPT 0-ROUP,
MERCURY HOUSE,
CALLEVA PARK,
ALDERMASTON PARK,
RG7 4QR.

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REPLACEMENT TICKET
TRIT!



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CONVOLUTIONS

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Name of Game	Winner	Score
	Percentage Score	

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Figure 1

[illegible]

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5. 1ST PRIZES

These twirling and crunching cardboardy things can be yours, how-well? As modelled by the husky Cate brothers, Adrian and Mark.

TWO WONDERFABULOUS CARDBOARD CUT-OUTS OF FLIMBO'S QUEST AND NINJA REMIX THAT YOU CAN STAND UP IN YOUR BEDROOM AND MAKE ALL YOUR FRIENDS WEEP AND WET THEIR PANTS IN JEALOUSY! NOT ONLY THAT BUT THEY MAKE GREAT FIRE FUEL!!!

THE TASK AT HAND

You have to get out your crayons and draw or paint a scene starring the Last Days. Don't worry if you can't draw as we'll be looking for originality in preference to artistic brilliance. It will be judged by Rick Henderson and Alan Lathwell (YC editor).

THE ADDRESS:

YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HR.

Remember, don't fold your artwork and make sure it's on plain paper!! All the normal compo rules apply! The closing date is 15th January 1991.

TWO GREAT WINNERS!



THALAMUS

ZANY!

ADDICTIVE!

CRUEL! WILD!

WHACKY!

IRRESISTIBLE!

FUN!

TEAR-JERKING!



CREATURES

FROM BACKLIFT (EXTERMINATE ALL THE UNDESIRABLES, REPUGNANT EARTHBOGGS, SLIME)

By Apex Computer Productions

"My pick for 1989"
"Superbly thought out and slickly executed"
ZNN/54 Gold Medal 94%

Voted YC FUN ONE 81%

CBM64/128

£9.99 inc. £14.95 del.

Amiga and Atari ST £24.95

FREE!
A FUZZY WUZZY
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**CUTE
AND
CUDDLY
CHAOS!**

GET INVOLVED IN THE
Craziest Cartoon Game Ever!

Maxine Mouse has to retrieve the lost
MamMingers for the grand Opening Day of
Summer Camp - that where is it?

Score after scores of madcap action,
affection and the most colourful role-play of
cute, crazy but deadly characters you're likely
to find!

It's the arcade game that takes your funny
bone but could wreck your vacation. I

Voted YC FUN ONE 85%

SUMMER CAMP

By John Ferrari



US GOLD
\$3.99 Tape
\$14.99 Disk

Strider is back, and in a rugged kinda, old-fashioned his way, through the sequel to all there's hottest, and possibly greatest, over-top conversation.

There's this guy, see, and he's just known for getting outta

trouble from water again, slipped down, floated around a bit, and made off with some loot who just happens to look like Maria Whitaker. Now if this was that Maria Whitaker we'd not even bat an eyelid, we might even have a street party for this gorgeous being in the female mould, just so happens to be one of the most influential world leaders on the planet.

Now you must put on your lycra tights so that when they call for Strider, and rescue the lost maiden, otherwise the knitting club may get to hear of your quest.



STRIDER



shopper in sticky situations, saving it in front of himself and watching other people die in awe. This sort of behaviour would have been liable to get this fellow looked away for the rest of his life if he wasn't denied, the rights of reborn and halfhearted disaster. And even then he'd have to perform a few "barbaric" for the local constabulary.

One of the features that he has been regarded as to perform in order for certain people to ignore his unbecoming habits comes straight from the top, from the leaders of the world themselves. They seem to have gotten themselves into a bit of trouble, cause whilst they waste energy about a new world wide currency, and who could have the best jam score, some big bag eyed

and last you learn the consequences of all you know through, at first, when being held on the planet Magenta, and when at the end of the living in pushing gameplay.

The first level finds you in a fortress where you have landed your transport and you must make your way to the two towers (the outer defence of the planet) which is the second, and you must progress through five areas of the planet in order to finally receive the pretty postbox.

Each level is HUGE and consists of an immense amount of reaping, also the only way you'll complete it is by an after blow. There are tonnes of Magenta (7%) to stop you from getting even to the local chip shop let alone all the way to the final



quickest, and even if you manage to evade your way through those you have to face big meany evil-evil level guardians before you can progress. But Slinder has a new power in the sequel, you see, if you collect the coins that are scattered around and you manage to collect enough of them, you'll transform into a dog and mean, I'll eat your spleen, robot with extra firepower! If you don't then you'll probably fit into another cat.

as well as his waddy sword which he can use when he is stationary, and sometimes it will be essential to use it. And as well as the little chap's amazing acrobatic powers, he's able to scale walls and climb up ropes and chains too (wearing this fellow isn't he?) and you'll need to do most of that believe me!

The super thing that Slinder II retains from its original is the great and smooth, gameplay. There's nothing more satisfying than a quick

skorebox

	8		8
	9		9

overall **89**

strawhead, a cat of dog food. Another difference between this and the former is that Slinder now possesses a gun

2



which he surmised the opposition, and the sweep of hot laser fire belching from your sword sparks any unwanted company. The graphics though seem to have changed quite drastically and the colours aren't as pretty as Slinder, although when you consider the fact that the levels are much larger than they were in the original you probably have your answer.

The first game was a Captain coin as consensus and the news is that this is going the other way round, it has been designed and programmed by T-Series

(responsible for LOADS of games) and Captain will be converting it into an adult machine.

Although Slinder II reminds me a bit of Turok (and Turok II) it has notable differences that put big fans of the original and arcade adventures to bay in 'it's a robot', 'cabin', 'alien', 'smash', 'bushy' and 'it's darn well proud to be that way'.

Fax

Slinder II: Another Name

Slinder is another name for a cat of trousers, no it's shoes and pants.

Andy Stewart had a big hit with the song 'Donald Whinn's Your Trainers' which was quite surprising because he'd spent forever writing, and people usually love their record sleeves grammatically correct.



STUCK EH?

GOT A PROBLEM WITH THE GREATEST OR LATEST? CAN'T RELEASE THE DOOPER FROM THE OJAMAFLEET? CONSULT EUGENE'S BIG BOOK OF SLIMEY TIPS AND YOUR TROUBLES WILL BE OVER...

To ooze or not to ooze, that is the horrible messy gloop on the floor. Oozin' Eugene once more gets out his big book of dodgy doings and shows

manage this nerd, Captain Colossus—Two free games here
General Gunge - Four tips would have to be absolutely stunningly wonky for this. If so you'll find yourself on a dry out live role-playing with the NC team

BEACH VOLLEY (Ocean)

later on

4 Build up your money in the early early levels. Some creatures (like the dog) of level 3 always give you money, while some like the small nations of levels 1 and 3 only give you it a few times at the most

5 Be careful, when you stick to release down before fire on bridges, etc. You could accidentally not to your doom

OOZIN' EUGENE'S

Jeremy Beads who is more cunning...

Here we are again, with another pot pourri of excellent cheats to help those that haven't got the time to sit glued to their monitors all day, because they've just discovered other things like girls, boys, and items called Mags.

And once again we see the format change a little, as the Rankings table mentions the tips of the month, with some of their ugly monitors, and the prices that they've won, allowing for the tips themselves to be free flowing.

RANKINGS

Private Post - A badge and a chance to clean out Beads' only's list with a toothbrush. Private those who get this rating

Capital Cool - A Trophy for the second to this nation, generally without the second status

Sergeant Blime - A few gems on cassette or disk is for those who

Met a great game but never met
When the computer serves to you 'ing' the ball towards your partner as normal, then run off to the left. The partner will help it towards you, but the landing cross should be outside the nets. Let it land and the deft leg gives a point to your side. Easy
On your serve the best thing to do is the pump serve, it occasionally beats the opposition (unlike the custom's normal serve)

FLIMBO'S QUEST (System 3)

1 Of course the first thing to buy is the **SUPER TELEPHONE** it lasts for the length of 8 little only though

2 Buy at least one unit of time each level

3 NEVER save up for a **SUPER SCROLL**, if you do - and get past a tricky level like 4 or 5, you will be confronted by an even tougher one, with barely any time or money
Perhaps buy a normal scroll or two

BLASTBALL (YC Tape - April '90)

1 For the later levels an enlarged ball is essential

2 Be careful from changing from enlarged ball to being small (which can be disastrous)

3 When winning a night ball don't take too long for the ball will fly off on its own accord

4 The laser can destroy otherwise indestructible blocks, useful for getting to others behind it

DRAGON NINJA (Imagine)

1 The pump then kick is utterly brilliant for end of level baddest ball of them! Repeatedly use it and they won't stand a chance

2. If you keep using a certain movement, some baddies will get used to it and know how to defend from it. Change your attacking movement now and again.

3. In the final level, on the helicopter, don't let off or do a high jump suddenly, don't go off the track or the track, or there goes some energy.

4. Turn off the computer, switch the end screen comes up. If it is so disappointingly patterned, you'll know up.

PIPEMANIA (Empire)

Here are some codes.

LS - HANA
L8 - GRH

IMPOSSAMOLE (Gremlin)

Get a high score and enter your name as JUDGELEB. Then play the game again and when you get a high score enter your name as one of the following: HURLEZ - For three weapon power bars.

AMSEPMARE - For a low energy top up.
LUMEMAE - For double length-energy bar.

KLAX (Domark)

Start Klax as normal and select the first wave. Press CAPS LOCK and at any time during the game press SPACE. While holding SPACE down press 3 to stop a level or press 4 to start an level 100.

NINJA SPIRIT (Activision)

Type "NINJA" on the title screen for infinite lives.

KENNY DALGLISH SOCCER MATCH (Impressions)

Turn off your computer before you throw it.

CHAMBERS OF SHAOLIN (Grandslam)

On the swinging ball round, go to the right of the screen.

SUM OF THE EARTH

L13 - REAP
L17 - BRID
L21 - GROW
L25 - TAIL
L28 - YALI
L31 - SWEL

TEST DRIVE 2 (Accolade)

Press "C" while driving along to advance levels. The cheat does not work if you press "C" while stationary.

X-OUT (Rainbow Arts)

Press escape while playing on a level when you have low energy and you jump to the next level's ship and start the next level with full energy.

DELIVERANCE (Hewson)

To get onto levels 3-6, load them in after 1-2 and type in PLUMPODS. This enables you to start level 3 with 7 lives and 20 fishes.

To get onto levels 8-9, load them in after 3-4 and type in JSEPPHWS. This enables you to start level 8 with 8 lives and 21 fishes.

INTERNATIONAL 3D TENNIS (Palace)

When you are serving for the ball too far on your first serve. The computer will usually miss the ball on your second serve. H8. This cheat will not work in the finals.

major around looking for or past the ball will soon start to move. Keep this up and the ball soon knocks the door down to black and water pipe.

ALIENS (US VERSION) (Alternative)

When you are asked your status code enter:

88888 - To get to operations
80810 - To reach the moon
70800 - To reach landing bay
Note I didn't include the last code, that would make it too easy.

NEMESIS (The Hit Squad)

At title screen hold down SHIFT and press SPACE until a "C" appears at the top of the screen, you will then be invulnerable.



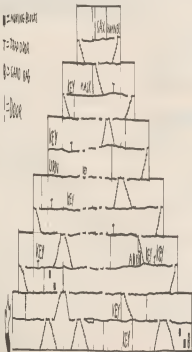
KEY:

■ = MINE-BLOCK

T = TRAP DOOR

Q = SAND BAG

! = DOOR



INTERNATIONAL KARATE + (System 3)

Before you play read the high scores table and do what it tells you.

A ROCK STAR ATE MY HAMSTER (Codemasters)

For a very cheap group that will soon achieve success by gassing, load 'Sydney Spaxide' from the data tape, rewind the tape a little, load him again and repeat until you have four of him.

NINJA MASSACRE (Codemasters)

Now that this is re-released on the Quattro Compact compilation here are the codes:

L8 - SHOW
L10 - DEER
L15 - STAG
L20 - BARD
L25 - HOLE
L30 - HUGE
L35 - EASY
L40 - WIDE
L45 - COLA

BARBARIAN (The Hit Squad)

Hold down the LEFT ARROW, CTRL, RUN STOP/SHIFT LOCK, COMMODORE KEY, and SHIFT all at once with the palm of your hand. Then press and keep depressed V (you can remove your other hand!) See what happens...

Loads more pokas and lobangs. If they have an SYS number then you'll only need to reset your machine with a reset switch, if not you'll need a cartridge. If it's a listing, type it in after you've reset the game.

THE YC A TO Z OF POKES

UL = Unlimited Lives

B Blood Money,

UL
10 REM (BLOOD MONEY CHEAT BY JAMIE BAKER)
20 FOR J=000 TO 400: READ I
M=M+I: POKE A,2: NEXT I: M=0000
5000: STOP
30 SYS 02500: POKE 757, 156, POKE
758, 1
40 DATA 100, 1, 141, 107, 100, 141,
120, 102, 100, 102, 141, 120, 100, 70,
0, 102, 100
50 DATA 167, 204, 100, 200, 4, 102, 4,
134, 167, 100, 222, 141, 70, 72, 100,
120, 141, 00
60 DATA 72, 70, 142, 100, 201, 100,
200, 10, 170, 100, 0, 4, 107, 0, 000,
200, 200, 247
70 DATA 100, 170, 0, 100, 1, 70, 0, 50
100, 141, 141, 247, 00, 141, 00, 00
70, 00, 207

D Double Dragon 2

UL
POKE 40007, 100
POKE 40005, 170

E Escape From The Planet Of The Robot Monsters.

UL & Bombs for both players
10 REM (ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS CHEAT BY JAMIE BAKER)
20 SYS 02000: FOR A=000 TO 504:
PRINT 2: POKe A, 2: NEXT POKe
000, 2
30 DATA 100, 00, 141, 00, 0, 00, 00, 4,
100, 073, 141, 00, 100, 141, 20, 00,
100, 240, 141, 000
40 DATA 100, 141, 240, 170, 100, 3,
141, 220, 100, 141, 240, 170, 70, 0,
120

F First Strike,

UL
POKE 20010, 170
SYS 2000

H Hammerfest, Unlimited

Energy & Ammo for both characters
10 A=500: REM HAMMERFEST
CHEAT BY JAMIE BAKER
20 READ J, Q=0: IF Q=0 THEN
POKE A, 2: A=A+1: GOTO 30
30 SYS 520: REM QUANTITY
BROKER MEANS CHECKSUM
PAIRED - CHECK LISTING
40 DATA 33, 44, 247, 102, 10, 142,
00, 0, 200, 142, 04, 0, 20, 100, 240,
100, 20, 247, 200, 10
50 DATA 100, 01, 141, 200, 10, 100,
2, 141, 200, 10, 100, 107, 140, 100,
10, 107, 100, 2, 200
60 DATA 200, 207, 100, 100, 141,
20, 3, 100, 2, 141, 21, 3, 200, 204,
141, 13, 200, 70, 100, 30
70 DATA 141, 240, 0, 100, 00, 141,
240, 0, 100, 0, 141, 240, 3, 100, 00,
100, 00, 102, 2, 141
80 DATA 200, 200, 142, 200, 200,
00, 70, 157, 100, 100, 100, 141, 47,
157, 141, 142, 142, 140
90 DATA 214, 142, 247, 140, 140,
141, 50, 144, 20, 00, 200, 100007

R Robocop Unlimited Energy

POKE 44470, 0
SYS 32700

S Shadow Warriors. Unlimited Energy & Time

10 REM SHADOW WARRIORS HACK BY JAMIE BAKER
20 SYS 00000: FOR A=000 TO 500:
READ J,2: POKe A, 2: NEXT POKe
000, 2
30 DATA 100, 00, 141, 40, 4, 20, 0, 4,
100, 100, 141, 112, 100, 100, 170,
141, 100, 100, 70, 0, 0

THE SCUM

Here are the scum who contributed this month, along with their rank:

Private: Ala Isle
- Impossible tip.
Private: Ross Gammell -
Barbarian tip.
Private: Andrew Styles - Double
Dragon 2 poke.
Private: Johnathan Webster -
Ninja Massacre tip.
Private: James Wilby - Test
Drive 2 tip.
Sergeant James Baker -
Shadow Warriors listing.
Escape From The Planet Of
The Robot Monsters listing.
Klas tip, Hammerfist listing.
Blood Money listing, First
Strike poke, Robocop poke.
Sergeant John F Glynn -
Collaborance tip, International
3D Tennis tip, Ninja Spirit tip,
Kenny Dalglish Soccer Match
tip (secret), Chambers Of
Shadows tip.
Sergeant Howler/ Mad Mick -
Akers tip, Nemesis tip, IK+ tip,
Rock Star tip.
Sergeant Chris Mokey - Count
Duckula map, Devils map.
Sergeant Ben Rotunda (no
promotion this time) - X-Out
tip.
Sergeant Craig Stewart -
Devil Valley tips, Himeko's
Quest tips, Baseball tips,
Dragon Haze tips.
Your goodies are on their way!

ALIEN SCUM MEGA FIENDS FROM HELL

The high score bit...

Sarok Knights
Sally Slam - Carl Beeson,
Preston

Barbarian
14,350 - Ross Gammell,
Harrow

Batman The Movie
515,420 - Andrew Mein,
Falkirk

Falkirk

Calad
209,815 - Ben Rotunda,
Cheltenham

Emlyn Hughes International
Soccer
12-3 (skill 15) - Ben
Rotunda, Cheltenham

Ghostbusters
\$80,500 - Carl Beeson,
Preston
\$63,600 - Andrew Mein,
Falkirk

IK+
\$46,000 - Ross Gammell,
Harrow

Klas
Wave 17 - Ben Rotunda,
Cheltenham

Pipemania
88,070 (level 21) - Ross
Gammell, Harrow

Rainbow Islands
Level 4 - Carl Beeson,
Preston

Red Heat
128, 533 - Adam Tanno,
Petersmouth

Salamander
90,000 - Ben Rotunda,
Cheltenham

Starquake
Finished (18%) - Carl
Beeson, Preston
The Untouchables
206,730 - Ross Gammell,
Harrow

Willow Pattern

Finished (89%) - Carl
Beeson, Preston

Yeg's Great Escape
100,700 - Andrew Mein,
Falkirk

'OH WHAT A WIMP' HELPLINE

All the following have asked
for help...

Andrew Mein asks for help for
Double Dragon 2 (level skips,
pokes, etc.).
GE: Fortunately we've printed a
poke Andrew, that'll solve
your problems.

Rory Scott required a tip for
Barbarian, and is having
problems with Ace 2 and Time
Machines (the darts).
GE: There's a tip above for
Barbarian Rory. Can anybody
help with Ace 2 and Time
Machines?

Koushek Mehar needs a few
hints on Barbarian II, Black
Tiger, Ninja Spirit, and
Moonwalkers.

GE: Ninja Spirit has a tip
above. Can anybody else help
on any of the others?

Mathias Harcourt, among many
others is looking for help on
Kron (the career game a couple
of moves back).
GE: I'll ask Paul if he can help
you out.

And that's it for this box of
cheesy nibbles. Remember, if
you've got any ORIGINAL
hints, tips, or pokes, drop
them to me at: *Scum!*
Beyonder's Scum of the Earth,
YC, 20 Potters Lane, Kiln
Farm, Milton Keynes, MK11
3HF. All tips should be
accompanied with a photo of
yourself as they might be
spoiled otherwise. Any that
are uncredible will find a
cosy home in the bin.
Remember we need loads of
high scores so send'em in!



COMRADE

It's to Tops,
014.00 Disk

He's sleek, he's smooth, he's back, and he's got spirits all around his god. He advances at the prospect of playing the part of 007.



THE SPY WHO

Okay I'll admit it. When I was but a mere seven years of age, my uncle and aunt dragged me down to a dodgy cinema in Haslemere to see this movie. Just as I was getting into it the projector broke down and we were all excited from the promises with our infected money clutched in our grubby mitts. It wasn't for yards and yards that I got to see the whole film, and it's a bit of a shame too.

It's a shame that the game isn't quite as good. This is probably due to the fact that we've seen it, played it, done it all before, and about six years ago or so. You see, *Spyhunter* was a really boring game in it's day, and if it were to be updated it would need a fair amount of work to make it as good as the current batch of arcade games that are flooding the Chinese market. The *Spy Who Loved Me* has more in common with *Spyhunter* than the word 'spy', and unfortunately it is not even as playable as the ancient classic let alone being a vastly better version.

But you may not have encountered *Spyhunter* in the past so I'll give you an idea of what the gameplay is like. You see a car for a boat, or a jet and you progress up a vertically scrolling screen whilst trying to keep to the road, or avoiding the water hazards. You must also collect coins on the way (it's even in it's name) and avoid the nasty enemy cars and the trying to stop you.

If you collect enough coins, you can roll into the '02 track, that appears on screen every so often, and you can buy extra security things for your car. If you collect

seventy five of the little buggers, you can buy submarine capability for your car, which allows you to access the

ocean part of the game (the only variation in the gameplay). You must eventually get this, and if you haven't





Fax

Mail Time Bell

Without 'Sub Capabilities' it is not a very good idea to drive your car into the Thames. For a start you'll scratch the paintwork, and you could be very embarrassed when the fish start cracking bloody jokes.

Also never go around saying 'my name is Bond, James Bond', unless your name really is James Bond, 'else you may find your corpse at the end of some Bondmaid's fist.

was but a minute part of the film, yet that is what the game concentrates upon. Although *The Spy Who Loved Me* is not a bad game in any definition of the word - the graphics are well-drawn though the scrolling is

through London by the time the water spray post appears the road wraps around and you must continue going



very jerky. The action is pretty fast and the sound is boosted by an excellent version of the Bond theme, said style - it is overshadowed by former Bond games (*License To Kill*, *Live And Let Die*) and this game has been done up too many times.



skorebox

1	7	8	8
2	9	7	7

overall **78**

round in circles until you do collect them.
It's based on the movie in a very shallow respect. The car sequence

4 FOOTBALL FANATICS

4
GREAT GAMES

SOCCER MANIA

4
GREAT NAMES

FOOTBALL
MANAGER 2

KEEP
BIGGIE



FOOTBALL MANAGER 2

As the most recent from Sports Interactive of the Football Manager series, this is the most realistic and detailed of the series. It's a great game for those who want to manage a team from scratch, and it's a great game for those who want to manage a team that's already established.

Football Manager 2004
Game mode is often in the game manager. Game! Football 2004



Football Manager 2004
Game mode is often in the game manager. Game! Football 2004



MANAGER NICK

Football manager, keep it real, this will challenge your skills right from the kick off. Get the game that runs from the head of the game, and it's a great idea for those who want to manage a team.



MANAGER NICK



LIVE THAT DREAM

POST APOCALYPSE

It's time for munchy plasma enemas, for the meany gits anyway! PA probes once again the big bag of YC mail...

PAP GROUPS

I would like to say how great your mag is! Well, I just did.

But not everything in the world is so great, I am sorry to say. When I buy my mag I expect computer things. Why do I find stupid pop groups featured in the mag when it is supposed to be for computers only?

Please do something about it as I buy it for my computer.

Tell my pop groups to go and see the producer of Smash Hits. Thank You.

Adelphiya Okafun, Somewhere on this (or another) planet

PA: The reason you find pop groups interesting these hollowed pages is because if you concentrated solely on computer things your (very) work would swell. The occasional delve into the real world is a laugh too, what's your?

A QUICK POKE

I have just tried the potes from 'Jeppo' in the September issue of YC. I am utterly furious!

This guy 'Jeppo' named himself lots of goodies which you kindly sent him for a load of tips which just don't work. When I first saw his tip I thought "great", some games I have

not yet cracked were included and I would have them but in full on heat! But looking at the given 'YD' address. I thought they looked like an 'should' place to make machine code. I was right. It is pretty obvious this guy has just written anything, without even attempting to give instructions.

How can you permit this? He is bringing down the standard of your mag, confusing other readers and being rewarded in the process?

Fair enough, I only tried six of the five. But come on out of me mistakes adds up to 100% rubbish is this guy really this bad or can Eugene tell me? I am sure I speak for all your readers.

Maxwell Mial Mial, Somewhere PS: Is Ozone Eugene really Eugene Lucas from Zapp?

PA: Ozone says that he's looking into it, and his newly trained tracking bastards will be successfully attacking every tip that we receive in future, as it's not worth reading so tips that you know not to be genuine. And no, he's not Eugene Lucas (aka Zapp member), and what is Zapp anyway?

A FAIR KOP

Hello, you have never had a letter from me before. I'd just like to say that this is a good man who he supports the skillful, untrained and the one and only team in the league, LIVERPOOL!

I bought YC last year and have bought it ever since, it is good. The tape is fast and well worth the cash. The mag itself needs more tips and a clever content page. I would be interested in starting the too. I have contacted Lpms, then on the CD page please (If you want one) this is game.

EDGE, SEAN OF ASIAN, ONE MACKERIN HOLY GRAIL, NINE PRING STONY HAMMILL, GREGORY CRAZY HOBBIT & FOOTBALL FRANKY

Also tell you tell me when these

games are going to be released on the CD please. Liverpool FC. Most Movers. Holy Jesus. (Graphic Adventure). (Poker). (Masters). I will be thankful.

Peter J. Lewis, Enfield, Middlesex

PS: Do you think CDs for 1984 will be forever? I think so.

PA: No CD page is likely, but Family Robot has completed every adventure game ever anyway probably, as those that need help should write to him at the regular address. But your knowledge will be required if anybody should wish tips for any of the above games.

Liverpool FC is not likely to be released. Cheers.

Grandpa went under is shame really as I saw it way back in January and liked it a lot. Steve Stratus is not just released it is two years ago, and the others will never make it to the console unfortunately.

PS: CBS live forever?

His life just had to burn his horrible corpse in the PC back yard, and it was only an instant that a man his years of age as they don't live forever, they all go sometime.

YOU WHAT?

What cartridge do
I want?

John Perry,
Forest Hill,
London

PA: Er... I really depends on what you want to do with it mate! If you want to turn your cartridge into the QED, then you'll need the QED expansion kit, available at many doskypods for only about 10 quid (plus post). If you want to order

pieces without QED numbers, you should get yourself any of the commercially available carts (Power Cartridge, Action Replay, etc).

TWIN FREAKS

After reading your article on software piracy (which was well pointed out) I think you are right, it's not fair I think the blame lies partly with public libraries, which rent games out, and people are copying them on tape tape

Also, when I write a letter to a magazine, I do not expect to be treated as I was in your magazine (Oct Post Aeropost, Multicolours...) It's no use putting a note in your mag for this letter as I have enclosed my order for VC.
G. Holland, St. Helens

PA: Yeah, in little while, party members apart at the way he was treated. And what's the point in writing if you can't accept a little contribution unless (puffed by my full name, Post Aeropost). Anyway, we've decided to shop you to the Federation Against Software Piracy for knowing how to copy games (how many pins have you got in your collection).

SUPERMAG

I am writing to suggest that YG does a Q&A section, saying that all the subeditors will work on all the ordinary Q&As (and Q13s for that matter) out in the wide world!

And also I think that YG is the top Q&A mag available in the sprawling metropolis!!!! (Bingo Bingo)

Richard Jeremy, Jindover, Huddersfield

P3: I think that YG should have a mail order service

PP3: The Florida National of Golf is strange

PPP3: This tin of Spam is a joke.

PPPP3: You are important! (So is Pennehead?)

P4: Do you want a Q&A&S section also? Just as well 'cause in our brand spanking new look January first birthday extravaganza, there's about 10 pages dedicated to the Q&A&S, and likewise in every issue oh.

P4: We're working on it. How about a formal order service?

PP4: Mung says "Hanks".

PPP4: The tin of Spam is an homage to the moment in HAMlet, it's a bit cheeky.

PPPPP: I'm not THAT important, I can last about five seconds before I shoot the rest of the bus queue.

Don't forget, if you wish your letters to be answered by the man with less charm than Bernard Manning's ground crew, send them to

POST APOCALYPSE,
YG, 29 POTTERS LANE,
KILN FARM, MILTON
KEYNES, MK11 3HF.

The winner of the Letter of the Month award in future will win a copy of the game with the highest score that month, and every letter printed will receive a Post Apocalypse badge.



LETTER OF THE MONTH!

JOLLY HOCKEY STICKS

In your radical October edition I noticed that your YG reader's survey said that only 4.3% of your readers are female. Well I'm proud to say that I am one of the 4.3% who read this well ace mag, so I thought I'd write to you and tell you that I'm not pleased.

Nearly every one of your editions has reviews or ads about football games. I do enjoy football and I read these reviews but my favourite sport is hockey. Do you know if there are any hockey games for the Q&A? If so, could you review them? After all I do go to a real lot of trouble to get the mag 'cause it's real hard to get ya hands on down here in the very south west. Apart from that I think your mag is what we surfers call 'mellow'.
Emme Fitchett, St. Ives, Cornwall

P5: How come only 4.3% of your readers are female but 6.8% wear kinky lace knickers (and I am not one of the 6.8% either). This is weird and so must be some of your male readers.

P6: We only review predominantly footy games 'cause companies tend to only release that sort of thing. As for hockey games, come on be sensible. Would a game that features 22 men or women running around on a bit of grass, hitting a small ball (but mostly smacking the back out of each other) with big wooden sticks, be a success? Erm... Yes probably! There isn't anything at this time though. There's a few games based on surfing.

P6: The fact that a few lads wear kinky lace knickers is not weird to me. I wear a leather codpiece, with studs (on the inside).



YOINKS-COMIC

YC

FREE WITH

DECEMBER 1992



FLAME HEAD

HOT TO TROT

OOZIN' EUGENE

HELLZA POPPIN'



POST

APOCALYPSE

MAIL CH VANDER PIG

1700 100 00 0000

QUICK - SEAL UP YOUR LETTERBOOKS, IT'S... 'POST APOCALYPSE' IN
THE SECRET ORIGINS OF

POST APOCALYPSE

"THEY SAID
IT COULD
NEVER HAPPEN!"

IN THE
FLASH, BAB!

LOOK, BOB, IN THE
DARK AGES OF MAN...

... THE ORAL BELATED
TO SLAY MAN'S DESTINY...

WHO TURNED
THE BLOODY
LIGHTS OUT?

WHO SAID THAT?

OH, THAT'S
AT FIRST?

HUH, I THINK I'LL SLAY
MAN'S DESTINY TODAY.
THAT'LL ANNOY HIM!

... WITH THE CREATION OF
FIVE THERAPY BONES...

OH, I'M BAD!

RETURNED TO BENTLEY RENNOLD'S





WORDS: GUY HARRIS • ART: ALAN LATHAM • LETTERS: BOB HENRY • RICH &
WILL THOMAS • THE NEW YORK TIMES • THE NEW YORK TIMES • THE NEW YORK TIMES

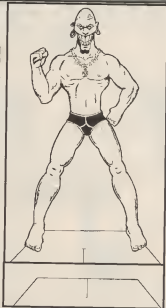
POST APOCALYPSE

CUT-OUT AND CLOTHE SUPERSTAR!!!

Pretocracy Party and all of his wardrobe and stick them all onto the back of a cereal packet or other form of cardboard.

Now you can stick the clothes on the maniacal railman in order for him to avoid the cutting winter wind.

If you're so inclined, you can even get your crayons out and colour everything in!!





**THE GREAT POST
APOCALYPSE CUT-OUT AND
CLOTNE WARDROBE!**

If there's enough call for it
we'll print more clothes at a
later date, and even further
down.





GOING TO EUGENE

THE
BEGINNING
(PROBABLY)

WHO ARE
YOU LOOKING
AT, ER?



SLEEPING CITY HAS
BURNED BOTTINGHAM FOREST
IN A LOT OF - BONES AND
HIS PUS HAS BEEN COLLECTING

REALLY
NOT GIVE



SEE WE SPIN!
SEE WE SPIN!
SEE WE SPIN!



SEE LAD, LET'S
GO IN THERE! MY
STOMACH THINKS MY
THEATRE'S CUT "



WHAT'S THIS 'PITS
OF HELL' GUY?

IT'S THE WORST
COUNTRY IN BRIT!

THANKS BOSS! I'LL HAVE
TWO OF THEM (AND
A LOT MORE OF SPARKLES!)



NEEDY'S EAR
LIVES AFTER A
PITS OF HELL!



O-OH!



WOW! I'LL HAVE
ANOTHER ONE OF
THEM!



WE ARE GO A BOMB
WITH THE CROCOD

BEAT! TO COME

IT'S THE DEVIL IN MEATS

WORDZ AND LETTERZ: RIK HENDERSON ★ ART: ALAN LATHWELL ★
A Lot of thanks to Beverly Gardner and Alex Burch, this is YOUR strip!



BARGAIN BUCKET

Rik casts his jeepers peepers over the latest games that can be bought for under three quid...

FOOTBALL CHAMPIONS Cult £2.99

We all know that Cult has made a name for itself with good football strategy games, but the formula seems to be wearing a little thin now. This is probably because the games that are now being released are little

to speak a tennis, or if you only have three quid in your pocket. Cult has more than enough football games in it's range that are far better.

SCORE 47

QUE-DEX Kixx £2.99



to spend a tenner, or if you only have three quid in your pocket. Cult has more than enough football games in it's range that are far better.

It's a good to note that things haven't changed much. The game is still very original, and still runs very well amongst the rash of new titles on tape. Que-Dex also curls for

must get from your starting point to the goal, although this is not as easy as John Barnes makes it seem. There are many hazards to navigate, and a clock that ticks down faster than a dodgy microwave. And even if you manage it, there are tonnes of levels to complete, some of which are very taxing.

That is, more than words these qualities make it'd have you hooked for weeks, and that's what you want from a game really, isn't it?

SCORE 97

THE GAMES WINTER EDITION Kixx £2.99

Another release, this time one of the famous Epyx Games games,



more than a poor showing of DMH.

Games' (the owners of the budget label) Football Director, and as such are starting to bore.

This is proved by the fact that Football Champions offers nothing new in the footy management stakes, in fact it doesn't offer enough. There is only the league and the FA Cup to invade for a good manager and there are only three divisions in any order. Not only that but the juggling of the games is a bit slow and the whole event is one lag year!

If you're after a good footy sim, try Football Director if you're willing

lightning reflexes and sound joystick handling. But what is so different about it?

For a start you play the part of a ball, something that only small, unfunny comedians called Booby have succeeded in before. And you

Although this is perhaps the poorest of them all it was essentially an updated version of the basic-selling Winter Games, and is very similar in concept. It offers eight players the chance to compete in an Olympic style tournament that consists of several different events but unfortunately most of the separate sports in this one are a little too hard for the average games player.

Mind you there ARE seven events to complete, all of which are based around winter sports, and there is a good mix of games styles for the more experienced games player.

The tags are easy, and the strong games are reasonable, but the figure skating is slightly difficult, and not too interesting anyway. That said, if you've got the rest of the games in the range, The Games Winter Edition is a worthwhile buy, mainly 'cause you know what your getting. It you've never seen what this sort of thing is about, it'd be worth to buy one of the others in the range first.

SCORE 76

OUTLAW Players Premier £2.99

We've not heard much from Players recently, but thanks to a deal with Intergames the label has gotten hold of an excellent shoot-em-up for simulation.

Outlaw is very Commando in the first places, but after a double take you realise that it's a rather generic vertically scrolling shooter, although it is rather a fast and smooth one at that. You get four levels to choose from, and you shoot wander up the screen, avoiding barrels and boulders and shooting the cheap henchmen that lie between you and your bounty.

When you reach the end of a level, you are faced with the carnal that you were after and you must shoot it out with him in order to collect your cash.



The graphics are pretty simple, but serve their purpose, and there are extra weapons, shields etc. to collect on the way.

Well worth £2.99 if you can see

SCORE 92

GUARDIAN ANGEL Codemasters £2.99

What a pile of poop, and no mistake. Shrouded in a thin mistle for a plot, you are a Guardian Angel in downtown Manhattan and you must beat the big bad of everybody. Guardian Angel is a small, mostly tormented, but, with little more than a rather nice plastic caseable box going for it.

It was first released abroad as Freddy Harsden does Manhattan or



something just an individual, and it's not hard to see why it was never released as a full-price game in this country.



It may sound awful but I don't see the appeal of a graphing character shambling along a fairly complex backdrop and taking the big out of anything that moves, and that is

essentially it.

Codemasters has done so much better stuff in the past, and will do in the future. Guardian Angel has a halo made from a mostly brown mistle and no mistake.

SCORE 16

MOTORCYCLE 500 Cult £2.99

Another management game from the sport-dedicated budget label and this is much more like it. You are the



manager of a motorcycle team, and must control two separate in the lead for teams, and individual glory.

All the management options are required, but the above would not make a game, so you must also take



a part in the racing by recording when one of your team must go in the pits (which is generally quite often).

The races have skill levels, and the prizes have ratings so that winning is not totally random, and your actions will also have an effect on the outcome, in the form of the correct weather.

Although the races take a fair while to adjust, and the action is about as interesting as you're doing is find in this sort of game, the interaction is a pretty good part about right, and that is what makes a game of this type work.

SCORE 85

OddBods*

FLAME ON

with Stuart Green

COMIC OF THE MONTH

THE LAST AMERICAN #1 of 5

Eyes, #1 25, John Wagner, Alan Grant (Writers), Mike McMahon (Artist)



Tony Paglia's got a few problems. He's the only surviving member of the human race. For company he has three dogs, Alvin, Baker, and Charlie.

whose command of English is limited to a few words and believes a combination of late-night talk-shows - providing an ironic counterpoint to the hellish reality of this post-apocalyptic third kill-kill mission. To defend the USA against foreign mutants, except, there is no enemy to fight. In the circumstances he does what any sane man would: he gets some dog, saving, while he drinks.

This latter-day Paglia's Progress is brought to you weekly and big quick 'n' all by three names who should be familiar to anyone who has read 2000 AD for more than two weeks: John Wagner-created Judge Dredd writing a fair portion of the classic stories with partner Alan Grant. And for many of Britain's bright young comic things, Mike McMahon, with his big boys and accessible hardware defined the look of British science-fiction comics. Take a look at Funk that will convince if you don't believe me. McMahon has been absent from the scene for a few years, due to illness, but this is a startling return to form. The only shame of it is that The Last American, full of the trade mark black-humour and subtle politics of classic British comics is published by an American company, denying you the chance to buy it at your local newsagents.

Reprint

THE

DEMON #5

DC, eds, Alan Grant, Neil Gaiman, Dave Noller

Alan Grant is a professional. He

present is a writing Demon, Legion to Ludo. The Scope Man with John Wagner, and regularly contributing to 2000 AD as well as the above. Most of the above are recognizable for their great art, you wouldn't know it, but this is a tribute of sorts to Jack Kirby's lesser known characters seen Grant turning in the jobs with the regulars.

The Demon is Dingen, green of bell, imprisoned in the body of a mortal, one Jason Blood. Dingen can only get free when Blood sleeps, which for the purposes of the story is most of the twenty-four pages. We catch The Demon in mid-scheme as he attempts to lead his bad seeds in a mating and make his his kingdom despite the promising power he already shows. It's a shortener. It's like to see above the level of a regular storyline from Nightmares on Elm Street.

Grant can't help either by DC's usual trick of saddling British writers with artists who haven't developed beyond CGE grade one.

Avoid

REVOLVER HORROR

SPECIAL

Flexivity £2.50, Warren

Horror is the place where editors and writers and artists experiment. These days so there's little in the way of things that go bump in the night here.

In the trade alone, Heck (Jugo Rude) Abductor? The Head, and Red (planning) Gorman a. Freders and Raters stand out. The Head is reminiscent of Poe and gives a useful skill to the books as the mask brought from foreign parts founds generations of a family. When Gorman bumps into an old friend who is being slowly eaten alive by The Old Woman Who Lived Upstairs. The frightening thing is it's presented as autobiography. Red Gorman either has a strange imagination, or a few strange friends. You decide.

The other stand out is St. Spencer's First Blood, a tale of peer pressure and a young girl's first period. It's handled sensitively, but one can't help wondering why it's included in a horror special.

Algorithm

the first subterranean the series, with only a couple of stories making you regret the South American landscapes that might still stand if there had been a few less pages.



THE MAGIC FLUTE #1 of 3

3 (Eclipse)

P. Greg Russell

£1.95

This is adapted from the opera by Mozart, but don't worry, you don't need to know the music to get in the story. If you'll pardon the pun.

Prince Tamara

is sent to rescue the daughter of the Queen of the Night, Pamina, from the evil Sarastro. On the way he encounters the birdcatchers, Papageno, and faces tests designed to determine his spiritual purity. It's a classical tale, and what Russell has is a fine sense of the magic and wonder that is essential to any good fantasy. It's a pity about your average Dungeon and Dragons gamers.



ALIENS EARTH WAR #2 of 4

4 (Dark Horse)

Mark

Verheulden,

Mark Adams

£1.25

This is a real winner. After welcoming Poley back to the field and setting up the storyline in the first two episodes with an ice cold shell that did no damage to these great movies, Verheulden blows it with an alien cast of thousands that completely destroys predictability.

A real let down



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S Y S T E M 3



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1	5	9	8
4	7	6	10

82



Abstract

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

RT This machine is very handy to write a document. It's a little noisy, but it's very easy to use. It's a little noisy, but it's very easy to use.

BADLANDS

When I remember Super Sprint don't we? Well, the tin of Sports doesn't 'cause he's got over such a fast memory. In fact his memory only lasts about ten seconds, so by the time I finish this as though he's have forgotten that I even asked him a question.

But getting back to the question, and that it was about a decade or so away, either computer had not yet, it's about time somebody made up for the amount of bugs, glitches, and lack of speed by doing something very similar but works. Denmark took the responsibility to do so by acquiring the license to BladeRunner, the official sequel to Super Sprint and they've done a pretty fine job of converting it. The only problem is that the gameplay seems a little dull now.

The third view is this: You are the driver of a half-million-dollar wreck (Mary Whitehouse?) and you must race against two other half-million-dollar wrecks (Margaret Thatcher and Evelyn Queen?) or else the post-apocalyptic speculation may come and help you towards an early grave. If you do compare there's a very good chance that you'll die and as an elfin or a beautiful bit anyway, but at least you've got a better chance against two large bodies of metal than against fifty thousand rivets with ball bearings and four arms.

The action is seen from the viewer
and you must make what you selected



The tank, avoiding the poisons of acid (HCl) (bleach[®]) and water, and even the occasional lime bomb. If you don't want fish out of the blue tank.

you're in trouble and it's goodbye to your head lane. And you do you'll get the chance to compete in the next series. Fortunately, between events there is a shop that you can acquire weapons for, although why somebody would want a few bullets when it costs to train every time (that's a stretch, not unrealistic) - The Resistance. Oh, anyway, if you exchange some weapons

And there isn't enough variation in the gameplay to compete against other, much more involved arcade shooters. It's the best Super



Eight game
through, and if
you're into
them, then
you'd could do
a lot worse.
Meh! I'll be
waiting for
Comcast's
conversion at
5 T M
Summer

skorebox



OVERALL

82

1000

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Journal of Internal Medicine 255: 105–112

It is also worth noting that the authors of the study found that the use of a single, standardized questionnaire to assess the prevalence of mental health problems in the general population is not sufficient. They argue that a more comprehensive approach, including the use of multiple questionnaires and the involvement of mental health professionals, is needed to accurately assess the prevalence of mental health problems in the general population.

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MISADVENTURES

This month we - that is, I - have a very special treat for you

My dear readers - that is, you. Remember the very wonderful *Maria Tale* role-playing game? Well, *Maria Tale 1* and 2 were written by a gentleman by the name of Michael Overford for Interplay in the Series Something Happened. Our Michael was either kidnapped by alien marauders from the planet Trancendimensional Energybarbarians or he fell asleep in his convalescent bed and dreamed into a coma of, and most probably, he did none of these things. Whatever he discovered blew him down with a 25-ton steel gavel but doesn't he appear, smiling and screaming, obtaining "muhahahahaha"s, and clutching a copy of *The Centaur Alliance*, from *Broderbund in the States*?

Well, I managed to locate Michael, rip the game from his hands and hot-footed it back to the HQ offices to give you an

exclusive - sorry I'll repeat that - **EXCLUSIVE!** review of this RPG. Now, as Gornark are the exclusive entertainment software distributors for Broderbund you would assume that they would bring the game over here - or that again, they might not. Depends how they're feeling, I suppose.

Oh, y, a bit of plot background is

called for here. I reckon (One galactic Star Wars-type sounds from the Berlin Philharmonic Orchestra)

It was when two other filaments were discovered at Alpha

"ultimate weapon", the Fractal Plan. This nasty piece of work is spread across the galaxy in its basic components. The aim of the game, therefore, is to retrieve the bits of the Plan before the agents of GARNALL do. If GARNALL succeed...

Coming on three disks, two manuals, a map and reference cards and adopting a familiar "Band's Tale" look, *The Centaur Alliance* (TCA) employs a multi-window play screen. Top centre is the window into the outer-world. A first person perspective viewpoint that scrolls in a similar manner to *Maria Tale*. To the right of that is a list of your party of six characters (NPCs can be recruited too). Each character can be one of six races, each with their own abilities (eg. technical and cunning) plus a set of six stats: strength, vitality, agility, IQ, IQ, and psychic. Psychic is mental energy that powers magic, seen in *Maria Tale*. It is handled in a similar way, though. You "roll" a psychic ability as you would a spell. So you can create creatures to fight for you, cause earthquakes, detect the presence of radiation and so on.

An excellent aspect of each character's make up (ie, not *IQ*) is the Skill option. Each character is rated (0-10) for four basic disciplines: Combat, Tech, Politics and Metaphysics. Within each discipline are one to four skills. So the Combat



Centaur by a team from Gornark that the Alliance was initiated. Technology was shared, ideas passed around, other alien races discovered. During AD 2014 no main allyship formed the Centaur Alliance. Although a wish for peace predominated chaos still reigned throughout the galaxy.

Now it appears that an unknown lot, calling themselves GARNALL, are searching for the

disciples containe mules (glass quarters), thrown (floating knives and explosives), poison and matter (an extension of the other three). Incidentally, marmosuch is the intriguing description of being able to change a character's physical shape into one of several alternatives.

Obviously, if certain problems require a certain skill you'll pick the most powerful character to complete it. So, for example, if you need to repair a mechanical robot you'll choose the guy with a high "hardware" skill (based on the Tech description).

Items are plentiful. Weapons range from the ubiquitous dagger to shankers, UZIs, photon blasters, proton-tipped rotary blasters, proton-tipped rotary blasters, first-class stings with a superlaser coating on the back (get your tongue around that one) and lots of other bits. Armour ranges from combat and sleep-telars to kevlar goggles and reinforced upper-lip protectors (ok ok - not all of these items are included). There are amulet-ornaments to be found in the game, too.

But back to the game-screen description. To the top half of the screen is a window containing menu choices and long-lasting status abilities (eg. light constant). The large window on the lower half of the screen displays text messages.

The game uses elements of eleven worlds, each with their own characteristics. Each world is arranged in a similar way to Bard's Tale, ie. on a square grid using a system. You will need to travel between worlds to complete a variety of missions that must be solved before the final mission of finding the Port is attempted.

As you might be guessed, if you forget Bard's Tale you'll lose Centaur Alliance. However, if you didn't then, as you can't. The graphics are quite nice - a little repetitive in certain areas. Good animation is plentiful, though. Sound is minimal.

The audio RPG system is not exactly ground-breaking, but it does vastly improve on the Bard's Tale series with the addition of skills and the unique combat interface. When the screen is you are transported over to a combat screen displaying a bunch of enlarged text. Standing on the screen are your party and the enemy (which party is portrayed as one character). This new view gives you a chance to contemplate

tactical manoeuvres and the like.

The bottom line? A good solid RPG with lots and lots of gameplay that'll be enjoyed by any RPG player but is a "must buy" for Bard's Tale fans.

RATING - 81

If you don't want to wait for Demarc's long wing should you, eh? you can buy The Centaur Alliance now here.

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263-6306**

REVIEW

**GAME - BAT
PRODUCER -
UBISOFT
PRICE -
£19.99 DISK**

BAT (The Bureau of Animal Troublesomeness) is a new game from French software house Ubisoft. You play an agent of BAT on the trail of the dastardly Manger.



and his accomplice, Jeanne Marmosuch.

BAT is joystick controlled, using icons and menus for menu choices. Conversations and skills form the rest of your character's development. However, there are no categories (evaluate

explore, etc) are rather too subtle and advanced to be noticed in the minor simple game design that BAT has.

There is a variety of equipment that you can obtain as your travels. For example there is the Ventrator, a light weapon the size of a pen that can be easily hidden and the Hammer 20 - described as a "brawler's weapon". No surprise really, as the main piece of work provides several thoughtful details.

When combat occurs the screen changes to a full-screen image of your opponent. The game allows you to aim yourself and trigger your magnetic field protection. After which you move the cursor over the opponent and click on the mouse button like usual.

One major criticism is that there is far too much eating and drinking! It seems that, every five seconds, your character complains "I'm hungry/thirsty". Which unfortunately plays too frequently.

I also became confused with the method of moving from one location to another. Each location takes the form of one full-screen graphic. When you wish to move to another location you move the cursor around the screen until it changes into an arrow. Click and a new graphic location appears. I was never aware of moving east west etc.



Occasionally I often found myself moving to the wrong area, moving back to the original screen and then selecting the correct direction. A hint on the G4 as the graphics screens take time to load (even if I would).

I have much preferred some sort of compass (as in

a replacement. Then, at least I would know where I was as to what direction I was travelling in).

Graphics are well presented and the background music is pretty good on the G4. Spot effects are minimal, though.

Good idea, but B&W suffers from a poor interface and inconsistent design.

EATING - 58

GAME -
BUCK ROGERS
VOL. 1.

COUNTDOWN TO
TUESDAY

PRODUCER - BOB
WILSON

PRICE - \$24.95 DISK

Basically the plot to Back Rogers surrounds the NAAC (Nazi-American American) organization based on Mars. They want to



control the Solar System,
your task is to stop them by
leading
the NEO Plan Earth
Observations

Using an updated A/D system, Buck Rogers displays more impressive results. The complete A/D system being the rated best overall.

Attracted here too
surprise "Tech" measures a
character's
technical expertise. Character
classes, as in the fantasy game,
may only have certain careers. The
available careers are
interesting and varied: Rocketjacks
and engineers mix with rogues
and wizards.

It is the skill system that provides the heart to the game, and the qualification for each career via minimum skill values. Roleplaying cues, for example, plot a fixed rating, a habitus, etc. General skills are also included. They are listed as extra numbers in the manual. Giving character position and level increases you are able to allocate points to any skill you have. Skills have a direct influence in the game. Leadership skills may

attract NPCs into the party during combat sequences, for example.



code version is used for tactical play. Combat is divided into segments. Each segment includes a detailed array of variables such as performance in top-g manoeuvring, tactics, initiative and so on. Terrain can be used during tactical play which adds the tactical grid.

Space control is also available and includes recording and savings (if optional). Many of the more options are made at their extra to the **AMBI** series system's only modifications such as at:

- **Refrigerant** instead of the factory for example. Extra features such as using the library will be listed into a standard well.

The skill system encourages responsible use of the television set.



strongman giving a little more depth to gameplay. Each of your characters appear more as individuals rather than just an assortment of a few re-runned stats, such as charisma and strength.

As time is passing we are seeing APCs separate into many sub-groups, none of which should be directly compared to each other. At this stage, all groups have their own little niches and ideas for different objectives. Some APCs are pure tech already (Earth). Take notice others may only see interaction to succeed (the later Ulfenar). Buck Rogers depends on tactical combat to win the game.

As such, the combat is excellent and will be enjoyed by Indians everywhere. Also because of the large amount of detail



provided for each character (both in normal play and during combat) the game quickly becomes absorbing and addictive. Consequently, *Street Fighters in the Street* (Midway) (FPG) are the choice for 1.

RATING - 92

ADVENTURE MAG ROUND- UP PT.3

[illegible]

Qualitative is more polished with hints, tips, and pointers that can be used for just about every situation under the sun, under the bed, and under the moon. Oh—and then there's lots of stories.

Quantitative is... plus tables, the good ol' formulae, and all that. It's more like a calculator than a calculator. It's more like a calculator than a calculator. It's more like a calculator than a calculator.

Spillenkonto of Jeti AG also ring backlocking at most 32 degrees. ■
you count the conversion in your choice for a getting £1,500, if you would like a replacement just mainly that by 10 European member should pay £5.00 per house as should the rest of the world using surface mail. Air Mail (over 1 month) costs £5.00 per house.

COMMODORE
64

THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot is a full 3D flying simulator, with a real-time, 3D cockpit view.

It's an intense and real-time action game, with a real-time, 3D cockpit view.

F-16 Combat Pilot is a full 3D flying simulator, with a real-time, 3D cockpit view.

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F-16 Combat Pilot is a full 3D flying simulator, with a real-time, 3D cockpit view. It's a real-time, 3D flying simulator, with a real-time, 3D cockpit view.



punch - or rather a laser beam - and your supply of magic can be upgraded as you progress in the game.

Throughout the game are various little buddies of yours that the Demons who have kidnapped the villagers left behind. Collect enough of these fuzzy suckers and you can spend them at the witch's shop for extra weapons. Unlike your own weedy magic these new spells can be used to create curving weapons, rapid firing or long range ones. It's a tight corner you can use one of your limited *Marblebricks* to great effect!

Your energy is depleted on contact with one of the many

CREATIES



Well, last month you had the preview, here's the review. *Creaties* are still incredibly cute. What's more they are really, really colourful and very busy to be very clear if you don't realise them very fast!

You are a town hero - after all, every other creature is happily eating the mountains (yet rather boring) plant life that grows near to the village. After years of dull weeds for tea (the hero about this...), you decided to go adventuring to find a yummy basketful of food. However, on your return with the berries that Mother Nature was so kind to supply you with, you find to your horror that the village is deserted! What's more, there are huge footprints leading (gasp!) into the scary side of your (supposedly deserted) island!

Having only to feed down the tasty berries to get your energy up,

you grasp the challenge firmly by the horns. Taking the advantage of its eyes, whatever somewhat you follow the footprints.

Anyone who has ever played a platform game (and that's about 999 in 1000 of you) will take to *Creaties* immediately. It's almost sickeningly cute, incredibly colourful and frantic, with loads of giant spiders, dinky tunes and panicky scrolling. Despite your caring appearance you can pack a





Fax

Funny Funny

Creatures can be found at almost every large social gathering... from Wednesday to the C&A show, loads of little lugs with those sneaky funny feet and rolling eyes will be glomming you. Don't let them though as they are being tortured! The cartoonist strip that advertises the product is in fact wrapped in their hair and exposed secrets made through!

ATURES



from your bones. Contact with them is almost always fatal as you'd think it at all possible. If it isn't possible to avoid them then blast them into little bits with your magic weapon!

Win through enough of the level and you can meet the nasty little Demon at the end. They are always nasty but this one is nastier than most! He has set up a torture for one of your furry chums! These tortures vary from level to level but the basic rule is to think your way to your pet's rescue and unless the objects around you be free him.

Full and painful death for the poor little is always the result! However, success is rewarded with

the creature's escape and the conquest of yet another Demon. Can you win through all five levels and destroy the REALLY funny guy at the end of the game?

Question is, will you really want to? Happily the answer is yes. Creatures really is cute and the gameplay lives up to the great graphics, with a maddeningly addictive element that'll have you coming back to the keyboard time and time again. One to look out for, but don't look under the bed after you switch off the computer.



skorebox

6	9	7
8	8	8

overall **91**

creatures that inhabit the horrible side of the island. They come in all shapes and forms and although they are the scariest the Demon's servants really are cute to look at. They are just as colorful and snuggly as you are and it is a shame to dispatch them.

However, fail to do this and you could end up with a sore having been kicked back - as they take no greater pleasure than making the very strongest





Best-em-ups come and Best-em-up go, and some give you a good hard kick in the goolies. Sean Kelly finds out which ones do what.....

It's a bit unusual if you think about it, but since just about the beginning of time, man has used distractions to sort out any disputes or argument that he might be involved in. It's not surprising really. He's faster and more creative than some animals, and it gets rid of all that pent-up frustration. After all, straight after someone has just put you down in front of your mates there's nothing worse than being stuck for suitable reply, and more often than not a quick bout in the goolies serves just as well as a witty retort worthy of Oscar Wilde.

Of course, the human obsession with 'bumping' anyone and everyone who gets in someone's way for fun and sport hasn't been lost on the People Who Make Computer Games. So much so, in fact, that today you can't so much as announce a new computer or console without learning that System 3 are doing a version of 'The

Last Ninja' for it. But more on that later. For the kids off back off-park? Please yourself (excuse), let's go back through the roots of time, to where it all began...

The first major beat 'em up, of course, was 'The Way of the Exploding Fist', released by Microhouse House when they weren't one of Wiger Microhouse's subsidiary labels. This caused what is known as 'a bit of a storm' when it first appeared. It featured hundreds of missions, some good, some bad, and most appalling. What it also did was provide computer gaming with one of the most enduring of games. How we present some of the landmarks in the history of beat 'em ups. Some are absolute show stoppers, some will keep you addicted to your computer for ages, and more of them are crap.

As with the shoot 'em up feature in the last ish, we've judged the games with a special set of markers. The first is graphics, which is fairly obvious. If it looks totally

The Way of the Exploding Fist.

The granddaddy of them all. First released in 1982 as *Therobots*, it's an absolute classic. The idea of the



FISTS OUT

funky and colorful, it hits the high marks. If it looks like a Mario Bros single cover, it's pushing the lower limits. The second category is sound, which encompasses both tunes and noises. If it sounds atmospheric, and a well-timed punch sounds like something out of *Miami Vice*, it's a bummer. If it sounds like a Boney and Big Fun record, forget it. The third marking category is 'brutal'. Let me explain the last one.

On some beat 'em ups, you have to draw on massive brain reserves to remember all thirty-seven thousand moves and the sequence of nightmare pop-rock mantras to carry out just one, whilst in others the most basic decision you have to make is whether to kick your opponent in the nuts or punch him in the face. Either type of game can be rewarding in their own way, so the brain factor isn't an indication of the games' quality, but should

give you some indication of whether you should bring your brain along, or whether you should leave it under the bed. The last of the four marks is the overall marks, which will tell you just how good this particular whipping wooden found the game.

All clear? Good. Fists at the ready, let the punching begin.

game is simply to kick the living daylights out of your opponent as fast as possible. A number of moves are available, and there's nothing more satisfying than doing a quick spin before landing your opponent one on the side of his head and watching him go crashing to the floor. Way of the Exploding Fist also gets a special mention for the fact that computer systems can cut

the game on two player mode, and lock the heavily stationary opponent to oblivion. Full flail.

This one's still got something special after all these years, and is still a playable title, up to anyone's standards. There's quite a few pop-rock mantras to get to grips with, but once you have them mastered, *Fist* becomes an extremely playable and addictive game. Graphics are a tad raggy by today's standards, but don't let that put you off. It's a classic, and deserves to be

Graphics 78
Sound 82
Brains 86
Overall 82

Punch Line: The first real beat 'em up, and still one of the best.



Fists II

Not surprisingly, this one is the sequel to *TWODEF I*, and comes out quite a few years later. This one takes the basic premise of the first game, but throws in a more arcade adventure as well. You are descended from a great master, and have been entrusted with defeating the evil warlord by travelling all over the shop, finding magical scrolls and

Punch Line: A tad disappointing after its predecessor, but still more than playable.

Bushido: The Way of the Warrior

This one is a Masterpiece game programmed at Greifgold by a team including Steve Turner, in which the main aim is to retrieve a castle in which the enemy of the leader of your clan has exterminated himself, and regain control. Does that or what? The player can choose who he sends into the castle to carry out his aims, from the megastuffy Ninja to Monk and Yoda-like, or Intendant Warriors, the

type of bloke who wrestles Tigers, and lots of basic bits for a laugh. In addition to the saving and



Graphics 86
Sound 80
Brains 86
Overall 77

Punch's Line: An unusual but addictive variant that'll keep you coming back for ages.

FOR THE LADS



Simple because... erm... well, because.

This one isn't as good as its predecessor but then there's very few games that are. It's playable, that's for sure, and the music lends atmosphere to the game. But, perhaps because the playing area is so enormous, the graphics are, apart from the main sprites, pretty bland throughout. The arcade adventure element does enhance the game though, and mapping tracks could be playing the game for days.

Graphics 70
Sound 83
Brains 84
Overall 76

fighting there's tons of stuff to collect and use, and it all goes to make this one immensely huge and sophisticated game.

The game is played in a well mapping scenic bits of sorts, and although the actual 'beat 'em up' element isn't exactly the most



sophisticated, it's gamely fun. The graphics are good, and it's obvious that a lot of effort and thought have gone into making sure it looks and feels good. As a consequence it has the look of one of those pet projects that someone develops themselves and then places with a software house: once it's just about finished.

Unusual, but a game that you will keep on going back to to check out what's round the next corner.

IK+

International Karate with a 'u' sign, along with some pretty good improvements. I must admit that this game from System 3 is probably my favourite (and, on top of all time on the Commodore 64). On a basic level it's quite simply a Karate variant with various international techniques. Beyond that, though, it's quite simply a highly polished and addictive game.

The joystick commands are straightforward and fairly easy to learn, so you'll soon be looking away with style and finesse. While some beat 'em ups, there is also the challenge of opponents who get progressively more difficult to beat, and some thought has to go into



using the right manoeuvre against some of the toughest opponents. The music, sound effects and graphics are all excellent. And if you only get one last 'em up game, make sure that this is the one.

Graphics: 90
Sound: 85
Brains: 80
Overall: 80

Punch Line: The best. So colourful, so fun, so playable, so buy it

Bruce Lee

Based on the original and best of the earlier Kung Fu games, this early C&A game featured a tiny sprite that you are meant to think looks like our hero. It doesn't, but that doesn't stop this game from being a bit of a corker. The aim of the game is to collect all the lanterns in a room before you will be allowed to progress to the next

room. You will be attacked by Ninjas and even master Genus. You can try to attempt to do this, but are able to jump around from ledge to ledge and climb onto and ladder to help to achieve your aim.

This game was first released in 1984, and boy does it look its age. It even loads up with the American



Mineral. And then playing. But although the game looks horrible, the sound is a lot better, and it still plays pretty well considering it's a wot. As far as I'm aware, it's only available on a tape compilation called 'Kung Fu Ace' but it's still worth hunting out if you can find a copy. Dead old, but dead playable and dead addictive.

Graphics: 40
Sound: 80
Brains: 60
Overall: 75

Punch Line: It looks horrible, don't sound much better, but people could still

learn a thing or two from the playability.

Kung Fu Master

A basic scrolling level, on up, in which the aim is to use your ninjitsu skills to work your way to the fifth floor of the temple of the Wizard, in order to rescue the beautiful maiden he's holding captive. That's about it as far as the scenario goes for that one. I might be wrong, and flag me with a red badge on a paper in court if I am, but I think that one



was based on an arcade game. One thing is for certain, it plays like one. The player has to work his way along through each floor of the temple, and as soon as he is assaulted by various beasts and enemies. The moves aren't sophisticated by any stretch, but it's a good fun, and has lots and lots of just one more go, stars, about it. Fair gear, and no missing.

Graphics: 75
Sound: 75
Brains: 70
Overall: 82

Punch Line: A nog brain taking way of spending an afternoon.

The Way of the Tiger

Why'd I not level 'em up? Have to have the words 'the way of the Tiger' somewhere. That's what I want to know. The Gromit app, told by the proverbial pigskin when it first appeared. The scenario is the usual stuff about defeating the bad guy when you're good master wrong and so on. What's different is that Tiger involves three different disciplines, namely Chuanren combat, Pole Fighting and Samuroe Second Fighting.

This is like a three game compilation in sort really, as each discipline has its own individual and



distinct graphics, and can't fly. The pole fighting is very particular weapons, although each is more than good enough. The programming is very polished, and the tunes are full. It's a bit on the slow side for three quarters, and a bit of a long game, it is too.

Graphics: 80
Sound: 85
Brains: 80
Overall: 82

Punch Line: A trio of different but fun games that still look and sound a bit good.

Ninja Remix

When System 3's 'The Last Ninja' first appeared on the C&A, it was astonishing. It was like the best, on top of all, but done in full colour, somewhat pixelated. But the aim was to try your way around huge playing areas for some reason that escapes me at the moment, but that was hardly the most important point anyway. Both games had massive playing areas, infinitely drawn and extended spaces and

backdrops, and some of the best music you'll ever hear on a C&A.

The Ninja Remix features elements of both games, polished up and brought together for today's



audience. But it's not released yet so, here, please those nice people at System 3 and find out all about it. Did, did... my ring... Hello, System 3 aren't all aware of the moment, but if you'd like to know it, message after the time... Oh, and by the way, Ninja Remix is going to be really fab and

spontaneous, combining all the best bits of the first two games into their fairly gaudy sequels... well worth the inevitable any time. Oh, that's right: then.

Punch Line: If it's as good as it's two predecessors, it'll be a bit of a classic.

Five People who would probably enjoy a good beat 'em up

1. Bruce Lee

A lot of a lot, all Bruce, and given to outling his malleable mind: a bad guys' chairman (without so much as a try your leave whenever the mood took him). It's also rumored that Bruce used to hang around Southbridge Pier during the summer season threatening to "give a good kicking" to anyone who even glanced in his direction. This rumour is not true.

2. James Bond

Famous spy and secret agent, who probably knows a million thousand ways to kill a man with his formal clippings. (His own, that is, not the picture he was taking. I mean, can you imagine "I'm going to kill you now Mr. Jones, but before I do, would you mind clipping your toenails...")

3. Frank Bruno

Well known English pugilist. Famous for his catch phrase: "Pass the sugar, Harry."

4. Albert Einstein

Respected scientist and physicist. What is not generally known is that he got his theory of relativity accepted by the scientific community by threatening to "come round with the kids and give a kicking" to any member of the scientific community questioning his assertions.

5. Sylvester Stallone

Highly regarded art expert and critic. Best known for his sensitive portraits of shivering victims such as Rocky, Rambo and... oh, that's it. Just them two.



The YC team, and a similiary chaotic bunch of hacks blast each other in the chests with remote controls. Jeffrey Davy reports on the event known only as.....

QUASAR

LASER-LIGHT FANTASTIC

"Eat laser death, Editor scum" roared the young freelancer, leaping from behind a wooden partition, pumping red-light death from the nozzle of his 'Pleaser' weapon. The Editor gasped - "what treachery is this" he roared, as he slumped to the floor, too slow and old to beat the ltho, sprightly contributor

Well, you can always dream, ah reader? Only young. Rick! The doesn't tho! I've ever got out of the headquarters of one of North London's newest (and possibly most innovative and profitable) pastimes - "Quasar" - the live action space game.

Fortunately, and many moons ago, a team of four (now mostly ex-YC staff) - Rick Henderson (the Rag Rag), Mark Newton (designer), Ashley Collier-Gaults (contributor) and Glenn Cecil (ex-photographer) - had challenged the "Best of the World" - myself - so-called "contributor" Duncan Cairns, New Pryor, Marcus Bamford and a Galtie called Michelle. They paid for their arrogance!

Quasar originated in Australia and New Zealand. It expanded half way across the world to Turpin Lane, North London, where it opened

in June last year. Since then it has gained 11 000 members with loads of potential space-warriors flocking to its converted cinema premises every day.

A new "Pleaser" (like a blaster) has recently appeared in Quasar with a wide futuristic plastic top and engraved (more accurate) weapons and weapon packs. (They talk and give a look when you get hit)

on their front-mounted packs.

If they're shot, the lights flash and one goes out. Lose all three and they're DEAD. Well, alright then, more sort-of suspended animation. A small rejuvenating head's too to be added to restore the life-light before



There are currently plans to open two more Quasar Centres, in Romford and Manchester.

Glares last thirty minutes and up to twenty people join in - Fred and Galtie - Glares of last year's winner natural the night-level arena, each player has three "lives", displayed as red lights



going back to the game.

The guns themselves come in two different varieties. There is the standard type which glows red at the

and (which makes it a target - people can shoot that, causing the full a corner to lose a life) and has a (very- to slightly inaccurate) range of 30 feet and the new "boom" requires more accuracy but doesn't give - the can be quite advantageous.

Players don't just waste people (there's a system of (personal) scoring - 100 per hit on its opponent, 500 on the enemy team's HQ (which lets out a siren sound when being shot), status 30 if they're shot and minus 30 if they shoot a member of their own team (up at the end of the ball is a large scoreboard which keeps track of team scores - this is the killing point at the end of the game, as the YC let found to their cost).

The game begins and the two teams end silently into the dark, smoke-filled arena - Rushing to find strategic points from which to snipe at the opposition. Glowing lights put out screaming figures. The flow of life-light and against the near impenetrable black, eerie atmosphere.

Soon the sound of broad laser light whirled across the background, mixed with the thudding of feet, the wailing of the threatened HQs and the absolute screaming as someone was caught and "taken out" by a well-moving foot soldier.

Many people were caught in impossible impossible situations. For Henderson, for instance, crashed behind a wooden wall, taking wild pot-shots at anything that moved, trapping people nearby. Alternatively, the problem of just knowing that somebody is at the top of a flight of



them, with the option to gamble the opposition with their gun's sight - you trust them people



them waiting for an enemy player

For thirty minutes, the two groups waged violent, competitive war on each other until...

"I got completely snagg'd" remarked your editor and mate Mike Henderson, emerging from a crushing drive. "We were robbed" cried the YC team. They wasted the opportunity to grab opponents and told them down which shooting

the edit YC?

The result was a decisive 142 to 94 point victory for the "Men of the World". Hat Victory was ours!

Quasar (London) is at "The Quasar Centre", Frobsher Road, LONDON, NE8 0GX - 081-348 8798



Prices: Membership (compulsory but lasts for a year once paid): £2 Games: Under 17 - £2, Over 17 - £4 (£3 before 6pm on weekdays).





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It's like driving in his car, and it's crap! But what does he make of this computer in a driving-based arcade conversion?

Hand Driver may never have been released on the common 64 before, but it's certainly doing the rounds when it comes to compilations. This is a shame because the game, on the 64A, is a pile of clags, poos and no mistakes. Rumour has it that the final product was posted straight across from the Speedy but I don't believe it for a moment. For a start the Speedy version was a damn sight better than this (in fact I would add that it was



the best version of all). The graphics are yucky (no more jagged in the hand driver version, but it's almost the square-pixelated style after release like the 3 and the 7+ computer in its mind-numbingly crap that it could be any hand 7+ to match a version on the 3+ or 7+ version), it's really awful. But what's in it for the 64? Well, I don't like repeating it's been in before, so don't get me but your gradually improving to the correct side of the road and you have a

computer in your hand (which is a bit like a computer in a car).

Hand Driver is a very simple game. Again, the graphics are terrible, but through the game, you can see the quality of the game's design. The game is to



drive a car in a car game that's not quite as fast and not quite as fast as the car game. You must push the car to the left or right of the road to make it move. Now, if you push the car to the left or right, it will move. It's a game that's not quite as fast as the car game.

Unfortunately the lack of any apparent speed, blocky enemy cars, and the lack of any other features

are a shame. The game is a very simple game. Again, the graphics are terrible, but through the game, you can see the quality of the game's design. The game is to drive a car in a car game that's not quite as fast and not quite as fast as the car game. You must push the car to the left or right of the road to make it move. Now, if you push the car to the left or right, it will move. It's a game that's not quite as fast as the car game.

And Hand Driver is not the best game on the 64A. It's a very simple game. Again, the graphics are terrible, but through the game, you can see the quality of the game's design. The game is to drive a car in a car game that's not quite as fast and not quite as fast as the car game. You must push the car to the left or right of the road to make it move. Now, if you push the car to the left or right, it will move. It's a game that's not quite as fast as the car game.

A compilation that you'd be better off to the anything if you've already got Hand Driver or Hand Driver. It's a game that's not quite as fast as the car game.

Fax

Tired Out
If you got a tyre pump and carried a lot of air into your tyres, and kept on pumping, then you'd have a good time, be driven in your back, and your tyre would be miraculously replaced with lots of bits of rubber. It is also advisable that you never go more than 100mph on a two-wheeled bicycle, your legs might fall off.

When it comes to the game Fax, it's a very simple game. Again, the graphics are terrible, but through the game, you can see the quality of the game's design. The game is to drive a car in a car game that's not quite as fast and not quite as fast as the car game. You must push the car to the left or right of the road to make it move. Now, if you push the car to the left or right, it will move. It's a game that's not quite as fast as the car game.

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and something in Chase HQ or Hand Driver that might lead the rest of the 64 to be a bit of a

skorebox

6	NA	7
6	NA	6

overall **82**

IT'S

SYSTEM

System 3, possibly the country's top C&A publishing house, lies in the heart of Princeton, hardly the cultural paradise of the world. But it takes no way to meet the team behind the best, and most well-known, trilogy ever, the Last Ninja saga...

If you think about it, System 3 is not one of the most prolific companies in software releases, indeed, although the company has been in

business in today's market.

This is mainly because the Cole brothers (Mark, co-founder of the company, and Adrian, now a director) have always had the policy of concentrating on products that would appear well ahead of the technological time. And if you requested a look inside the System 3 bag of tricks of brotherhood, you'd be forgiven for thinking that you're inside Liverpool's show room instead. There is hardly a product in System 3's range that has gone without at least one gold-plated accolade.

But even if the products take years in development it doesn't guarantee that they're going to

contribute to its famed success.

In fact this has happened more than once. The fact is by far the most famous is the PC show in a very famous museum. In order to promote the game 'Tomb Raider - Mother of Horrors' (later changed to 'Tomb Raider - Mother of Darkness') Mark



exceeded for high an eight years only 18 months 84 games will have been released by the end of this year a mere 3 a year an average. But you look at the track record, in fact only a couple of those games would face

in the video industry, that is not the for all and all of it. System 3 takes great pride in the fact that its products are innovative in every respect. The packaging, the marketing, and the PR stunts are all

there is a group of specially selected females to dance in 'Pave People' style. Some of the show's success though took offence to the fact that the girls wore little more than stripes

of leather, and thus the show was closed down and System 3 was expelled from the rest of the show.

But the effect that this controversial event had on the industry was that every distributor and magazine were dying to get their grubby mitts on a copy of the game. And this only helped the name of the company grow, so that by the time of the next release everybody was waiting with more than eager anticipation. And this release was also to

change not just the growing company in France, but the entire industry, for this release was the first of possibly the most famous game series ever, The Last Ninja.

This was brought about mainly due to the fact that build-ups

EMATIC

International Karate 4) to update the theme and release the first ever sequel of an original game. And it even surpassed the original in the pattern that was turned upon it. The Gates also succeeded themselves as the packaging front by repackaging it. In order to give the game a new lease of stuff like with a map, a new booklet, a rubber shunko and a ring mask all included in the limited edition box.

But during this time there was also a rift forming between System 3 and the company marketing all of its product, Activision. And this was stemmed by the release of Donkey Kong, a game that the Gates would rather have just scrapped due to the fact that it was a shoot-'em-up, and not in any way typical of a System 3 game.

Fortunately, Tenker managed to draw back some winning credibility, and Mytk managed to secure that System 3 was once more one of the top 100 publishing houses in the country. In fact Mytk had

such an in-depth plot, a movie syndrome has been drawn up and is currently being touted around the movie moguls. And the Activision deal was to end with the release of Vendetta which essentially involved the Ninja formula, and added the extra element of a driving game.

So the company finally went its own way and with the release of Fantasy Quest (now in the G64000 package as

one of the

introductory game) it showed that business was no small.

And as Adrian notes, System 3

were very popular at the time, and Mark Gato had more than

a pressing interest in the

market. And (this essentially), as it was cleared to release a game that could capitalize on such a market, that System 3 wanted something a bit different from the norm, and besides the company had earlier released International Karate, a typical beat-'em-up. So Last Ninja was developed much the same as a few might be, with a complex plot, a storybook and a definite plan of locations. And also adopting an idea popular at the time (the 3D view) the Last Ninja was nothing short of a masterpiece.

and a programming achievement. By John Tandy is newcomer to the trade at that time (by which other pieces of software are still compared).

The game was such a success that System 3 was later (after the release of another release in its game



has a license in itself, in the form of the Ninja series", and we are once again to be treated to doses of the formula, although things have been much updated. The company even thinks that its Last Ninja 3 is outdated as much as that we have seen the release of Ninja Phenix, a modernized version of the previous game. This is essentially, though, a trailer for Last Ninja 3 (by far the most impressive of the trilogy) and a real contender (at this early stage) as the best console 64 game E&E.

So System 3 still grows (especially with the announcement that it'll be supporting the 664-688, and the games are still very ahead of their time, and if this continues for

much longer the
Coles will have
to invest in a
bigger cabinet
to keep
their
hands
off



EVERY SYSTEM 3 C64 GAME EVER (PROBABLY)

Death Star Interceptor
Colony Seven
Laser Cycle
International Karate
Twister - Mother of Charlotte
Last Ninja
Berkok Knights
International Karate +
Last Ninja 2
Dominator
Tusker
Myth
Vendetta
Pimbo's Quest
Ninja Phenix
Last Ninja 3



GAMES TO COME

Superhero: The first of the Superhero series is a series of three games to be released in the near future. The first, Superhero: The First, is a platformer. The second, Superhero: The Second, is a puzzle game. The third, Superhero: The Third, is a strategy game. The fourth, Superhero: The Fourth, is a role-playing game. The fifth, Superhero: The Fifth, is a simulation game. The sixth, Superhero: The Sixth, is a strategy game. The seventh, Superhero: The Seventh, is a simulation game. The eighth, Superhero: The Eighth, is a strategy game. The ninth, Superhero: The Ninth, is a simulation game. The tenth, Superhero: The Tenth, is a strategy game. The eleventh, Superhero: The Eleventh, is a simulation game. The twelfth, Superhero: The Twelfth, is a strategy game. The thirteenth, Superhero: The Thirteenth, is a simulation game. The fourteenth, Superhero: The Fourteenth, is a strategy game. The fifteenth, Superhero: The Fifteenth, is a simulation game. The sixteenth, Superhero: The Sixteenth, is a strategy game. The seventeenth, Superhero: The Seventeenth, is a simulation game. The eighteenth, Superhero: The Eighteenth, is a strategy game. The nineteenth, Superhero: The Nineteenth, is a simulation game. The twentieth, Superhero: The Twentieth, is a strategy game. The twenty-first, Superhero: The Twenty-First, is a simulation game. The twenty-second, Superhero: The Twenty-Second, is a strategy game. The twenty-third, Superhero: The Twenty-Third, is a simulation game. The twenty-fourth, Superhero: The Twenty-Fourth, is a strategy game. The twenty-fifth, Superhero: The Twenty-Fifth, is a simulation game. The twenty-sixth, Superhero: The Twenty-Sixth, is a strategy game. The twenty-seventh, Superhero: The Twenty-Seventh, is a simulation game. The twenty-eighth, Superhero: The Twenty-Eighth, is a strategy game. The twenty-ninth, Superhero: The Twenty-Ninth, is a simulation game. The thirtieth, Superhero: The Thirtieth, is a strategy game. The thirty-first, Superhero: The Thirty-First, is a simulation game. The thirty-second, Superhero: The Thirty-Second, is a strategy game. The thirty-third, Superhero: The Thirty-Third, is a simulation game. The thirty-fourth, Superhero: The Thirty-Fourth, is a strategy game. The thirty-fifth, Superhero: The Thirty-Fifth, is a simulation game. The thirty-sixth, Superhero: The Thirty-Sixth, is a strategy game. The thirty-seventh, Superhero: The Thirty-Seventh, is a simulation game. The thirty-eighth, Superhero: The Thirty-Eighth, is a strategy game. The thirty-ninth, Superhero: The Thirty-Ninth, is a simulation game. The fortieth, Superhero: The Fortieth, is a strategy game. The forty-first, Superhero: The Forty-First, is a simulation game. The forty-second, Superhero: The Forty-Second, is a strategy game. The forty-third, Superhero: The Forty-Third, is a simulation game. The forty-fourth, Superhero: The Forty-Fourth, is a strategy game. The forty-fifth, Superhero: The Forty-Fifth, is a simulation game. The forty-sixth, Superhero: The Forty-Sixth, is a strategy game. The forty-seventh, Superhero: The Forty-Seventh, is a simulation game. The forty-eighth, Superhero: The Forty-Eighth, is a strategy game. The forty-ninth, Superhero: The Forty-Ninth, is a simulation game. The fiftieth, Superhero: The Fiftieth, is a strategy game. The fifty-first, Superhero: The Fifty-First, is a simulation game. The fifty-second, Superhero: The Fifty-Second, is a strategy game. The fifty-third, Superhero: The Fifty-Third, is a simulation game. The fifty-fourth, Superhero: The Fifty-Fourth, is a strategy game. The fifty-fifth, Superhero: The Fifty-Fifth, is a simulation game. The fifty-sixth, Superhero: The Fifty-Sixth, is a strategy game. The fifty-seventh, Superhero: The Fifty-Seventh, is a simulation game. 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The seventy-second, Superhero: The Seventy-Second, is a strategy game. The seventy-third, Superhero: The Seventy-Third, is a simulation game. The seventy-fourth, Superhero: The Seventy-Fourth, is a strategy game. The seventy-fifth, Superhero: The Seventy-Fifth, is a simulation game. The seventy-sixth, Superhero: The Seventy-Sixth, is a strategy game. The seventy-seventh, Superhero: The Seventy-Seventh, is a simulation game. The seventy-eighth, Superhero: The Seventy-Eighth, is a strategy game. The seventy-ninth, Superhero: The Seventy-Ninth, is a simulation game. The eightieth, Superhero: The Eightieth, is a strategy game. The eighty-first, Superhero: The Eighty-First, is a simulation game. The eighty-second, Superhero: The Eighty-Second, is a strategy game. The eighty-third, Superhero: The Eighty-Third, is a simulation game. The eighty-fourth, Superhero: The Eighty-Fourth, is a strategy game. The eighty-fifth, Superhero: The Eighty-Fifth, is a simulation game. 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